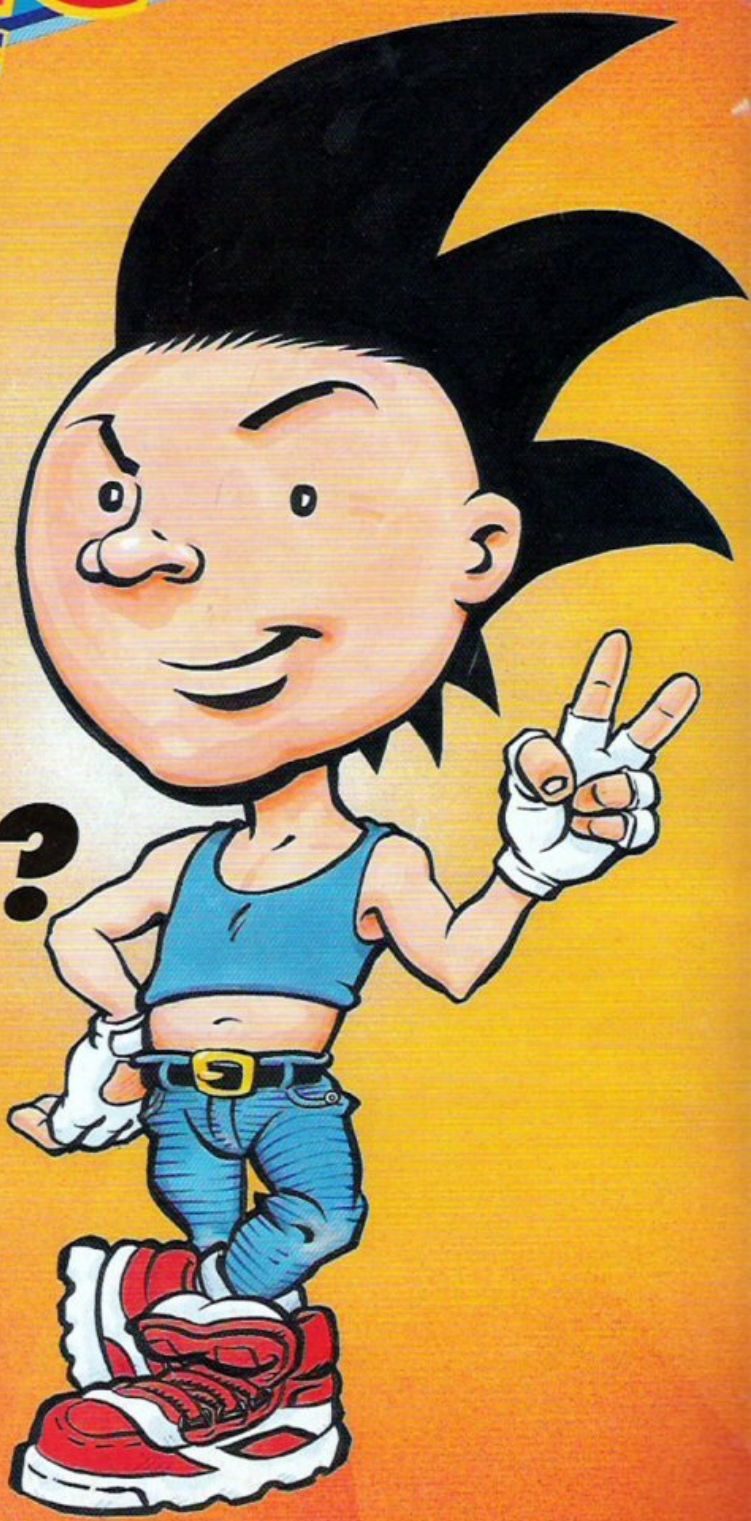
STRIPS • TIPS • NEWS • REVIEWS • AND MORE!

sonic the comic

No.17 January 21st 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight

starring SONIC THE HEDGEHOG



WOULD YOU BELIEVE...

SONIC THE HUMAN?

THE STRANGEST SONIC STORY EVER TOLD!

KP SC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Welcome to 1994! I hope you had a great Christmas and a fab New Year. How many of you are proud owners of shiny new Sega consoles and games? More than a few, I imagine. Why not write in and tell me about them and I'll put the best letters in Speedlines.

A whole new year of STC lies ahead - with a ton of mega surprises to come. Here's the first:

In two issue's time (STC 19) we begin a new series based around a brand new game - **The Eternal Champions**! Meet the Champions, heroes from the past, present and future in an action-packed new comic strip that'll fuse your thrill-circuits! Stay tuned for more details about this mega-exciting event!

Meanwhile, in this issue you'll find the strangest Sonic story yet - '**Sonic The Human**'! Let us know what you think of it. Sonic's partner Tails wraps up his first solo adventure in **The Nameless Zone**, but don't worry, Tails fans, a new story starts next issue.

In case you were wondering . . . yes, I have made a New Years' Resolution. It's to be more pleasant to the humes-who-think-they're-in-charge around here. Any bets on how long I'll keep that one, Boomers?

Megadroid

S.T.C. NEWS

SEGA GOES ON SHOW

STC was at the second Future Entertainment Show last November - hope you were too, especially the 20 STC Boomers who received free tickets from STC. We had a great time.

Also there (who could fail to miss their gigantic stand?) was Sega with all three of their buses, Damon Hill's F1 race car, plus the three new Sonic games.

Speaking of Sonic, the show featured him in an unmissable huge form, floating above the exhibition floor? It just about dominated the whole show!

Just one of Sega's three bus fleets occupying a corner of the Sega stand. The other two were 'tucked away' in another part of Olympia's Grand Hall. All three buses were full of potential Sega Champions, battling away at several top Sega games.

*Sonic the Hedgehog - the biggest star of the FEA! This huge inflatable, measuring approximately **20 metres** high, could be seen from virtually any part of the show.*

The Sega stand was the first chance for many to try their hands at Sonic Spinball and Sonic Chaos. Needless to say, there was enormous interest.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | NEW new entry | RE re-entry

MEGA DRIVE

1	—	STREETFIGHTER 2 CHAMP ED.
2	▲	ALADDIN
3	▲	MORTAL KOMBAT
4	▼	F1
5	▲	MICKEY & DONALD
6	▲	SONIC THE HEDGEHOG 2
7	RE ▲	ROAD RASH 2
8	—	MICRO MACHINES
9	▼	JUNGLE STRIKE
10	NEW	JOHN MADDEN FOOTBALL '94

MEGA CD

1	NEW	SEWER SHARK
2	—	NIGHT TRAP
3	▼	ECCO THE DOLPHIN
4	▼	FINAL FIGHT
5	▼	BATMAN RETURNS
6	▲	AFTERBURNER 3
7	RE ▲	JAGUAR XJ220
8	▼	ROAD AVENGER
9	▼	INXS - MAKE MY VIDEO
10	▼	SHERLOCK HOLMES

MASTER SYSTEM

1	—	MORTAL KOMBAT
2	▲	TAZ-MANIA
3	▲	SONIC THE HEDGEHOG 2
4	▲	MICKEY MOUSE 2
5	▼	CHAMPIONS OF EUROPE
6	▼	LEMMINGS
7	NEW	SPEEDBALL 2/TERMINATOR
8	NEW	D.DUCK/NEW ZEALAND STORY
9	RE ▲	SONIC THE HEDGEHOG
10	RE ▲	STREETS OF RAGE

GAME GEAR

1	—	MORTAL KOMBAT
2	▲	ECCO THE DOLPHIN
3	—	SONIC THE HEDGEHOG 2
4	—	TALESPIN/DONALD DUCK
5	▼	JURASSIC PARK
6	▲	LEMMINGS
7	▲	G-LOC
8	▼	MICKEY MOUSE 2
9	RE ▲	OLYMPIC GOLD
10	RE ▲	INDIANA JONES 3

PENGUIN ELSPA CHARTS compiled by GALLUP

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- **Managing Editor:** Steve MacManus
- **Publisher:** Chris Power

Published every other Saturday by Fleetway Editions Ltd., Egmont House, 25-31 Tavistock Place, London WC1H 9SU. Tel: 071-344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Harmsworth Ltd., Peterlee. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

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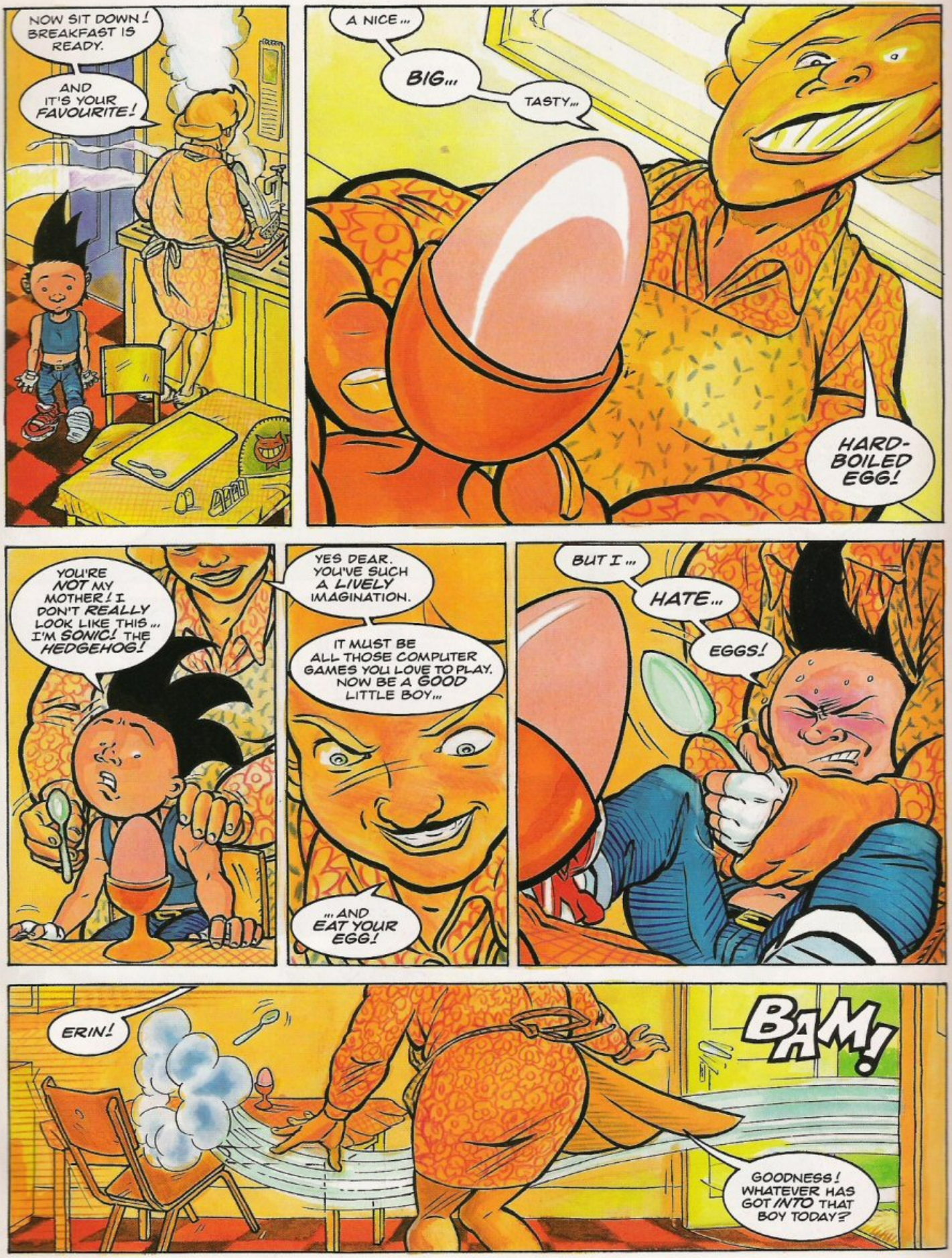
ISSN 0969 3041

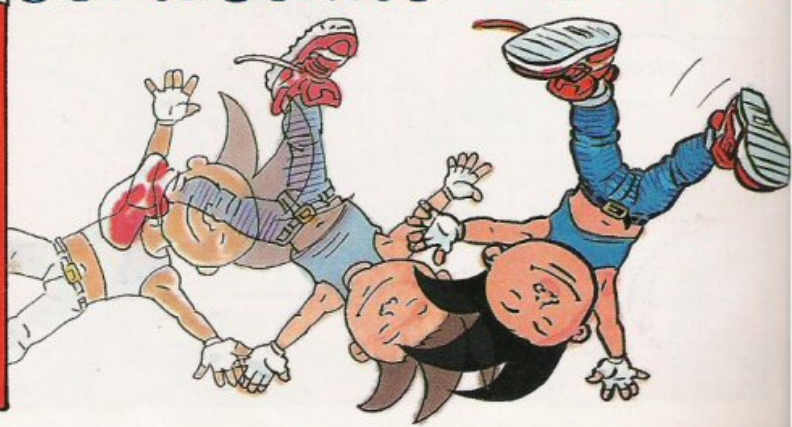
HELP! SAVE ME, SONIC!
HA HA HA!
TAILS! CURSE YOU, ROBOTNIK!
Sonic
THE HEDGEHOG
HUMAN!
AAAAH! WHOA! PHEW, CRAZY DREAM...
HUNH?
WHERE ON MOBIUS AM I?

WHY AM I WEARING THESE STUPID CLOTHES?
HEY, YOU! THE DUDE WITH THE COOL HAIR!
WHAT IS THIS WEIRD PLACE WE'RE IN? AND WHO ARE YOU ANY-WAY?
IT'S... IT'S ME! I'M UGLY!
AND PINK!
ERIIIN!
SOMEONE CALLING...
ERIN! GET OUT OF YOUR LAZY BED AND COME DOWN-STAIRS, YOU LAYABOUT!
DO THEY MEAN ME?!
JUST WHICH ZONE AM I IN?
I'D BETTER GO SLOW. IT'S LIKE NOWHERE I'VE SEEN BEFORE!
THERE YOU ARE, SON!
THAT'S SONIC! WHAT ARE YOU?
REALLY. THAT'S NO WAY TO TALK TO YOUR MOTHER!
MY... MOTHER?


NOW SIT DOWN! BREAKFAST IS READY.
AND IT'S YOUR FAVOURITE!
4PM!
A NICE...
BIG...
TASTY...
HARD-BOILED EGG!
YOU'RE NOT MY MOTHER! I DON'T REALLY LOOK LIKE THIS... I'M SONIC! THE HEDGEHOG!
YES DEAR. YOU'VE SUCH A LIVELY IMAGINATION.
IT MUST BE ALL THOSE COMPUTER GAMES YOU LOVE TO PLAY. NOW BE A GOOD LITTLE BOY...
...AND EAT YOUR EGG!
BUT I...
HATE...
EGGS!
ERIN!
BAM!
GOODNESS! WHATEVER HAS GOT INTO THAT BOY TODAY?

THE EMERALD HILL ZONE!
NO, NO. IT'S NOT! I DON'T UNDERSTAND... WHAT ON MOBIUS IS GOING ON?
PERHAPS... I'M NOT EVEN ON MOBIUS ANYMORE.
I MIGHT NEVER SEE MY FRIENDS AGAIN.
HELP ME!

SUPERSONICSPINATTACK!!



WH...? CAN'T SPIN?
...OUT... OF CONTROL!...
KLONK
UNGH!
TAILS?
OW! MY HEAD!
WH? BACK HERE AGAIN?
I MUST HAVE KNOCKED MYSELF OUT.
THE SHEETS! TUCKED IN SO TIGHT... I CAN'T MOVE.
SILLY BOY. YOU COULD HURT YOURSELF, RUSHING ABOUT LIKE THAT.
AWW, IS OO STILL FEELING POORLY MY ANGEL? NOT TO WORRY, I'VE JUST THE THING TO MAKE YOU FEEL BETTER... RIGHT HERE!
A NICE EGGY!

HERE IT COMES! OPEN WIDE!
SLITCH!
PHOOEYUK! I WON'T DO AS YOU TELL ME!
JUST TRY SOME! EVERYTHING WILL SEEM SO MUCH... BETTER.
...NNN... NO!
YOU WILL FORGET THESE SILLY DREAMS... YOU'LL SEE YOU REALLY ARE JUST AN ORDINARY LITTLE BOY!
EAT IT, SPIKEBALL!
R-ROBOTNIK?
I KNEW IT! I'M NOT A 'BOY' WHO DREAMT HE WAS A HEDGEHOG...
I AM A HEDGEHOG DREAMING!
I'M Sonic the Hedge-hog!

DR. ROBOTNIK! SONIC HAS BROKEN FREE OF THE MIND GAME!
IMPOSSIBLE! THE BRAIN DRAIN MACHINE SHOULD HAVE TURNED HIM INTO A MINDLESS SLAVE ... OBEDIENT TO MY EVERY COMMAND!
I RESISTED THE PRO-GRAMMING!
HARD LUCK, EGG-HEAD!
BLUE BUFFOON. YOU THINK YOU ARE SO SMART. BUT I'M SMARTER.
I SHELL RETURN!
WAKEY WAKEY, PIXEL BRAIN. YOU'RE FREE.
YAWN. AWW, SONIC, I WAS HAVING A REALLY NICE SLEEP.
WAIT A MINUTE! THE LAST THING I REMEMBER, ROBOTNIK HAD CAPTURED US. WHAT HAPPENED?
WE WERE IMPRISONED BY HUGE, HORRIBLE CREATURES ON A TERRIFYING ALIEN PLANET. THE KIND OF THING YOU COULD NEVER IMAGINE ... NOT EVEN IN YOUR WORST NIGHTMARE.
I WOULD TELL YOU ALL ABOUT IT, L'IL BUDDY ... BUT YOU'D NEVER BELIEVE ME!
NEXT ISSUE: CASINO NIGHTS!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega games systems.
STC REVIEWER THIS ISSUE:
Vincent Low.

ETERNAL CHAMPIONS

game type: ACTION
1-2 PLAYERS

MD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

Pack away those boring old *Street Fighter 2* carts and get ready for some serious fighting with Sega's big new release, **Eternal Champions**.

EC is the result of over a year and a half's work at Sega in the USA, where the production team set out to develop the definitive fighting game. Well, they have certainly produced the goods. The result is a massive 24-bit game with over 350 fighting moves to master!

You are able to select from nine different characters, each with 30 basic fighting moves (which vary in relation to your position to your opponent) and nine special moves. The fighters are the biggest ever seen on the Mega Drive, and there are a variety of modes you can play to practice and refine your skills. There is a straight contest mode for one or two players, a battle mode, and various training modes.

To get the most from this game a six button pad is advised as the move combos can get pretty heavy! Thankfully, there is battery back-up so you can take your time in mastering the complexities of all the moves.

The theme of the game revolves around the Eternal Champion, who summons the best fighters from the past, present and future, to save Earth. The nine different fighters are all fully developed characters with their own special fighting styles, detailed background histories and special end sequences, depending on if they win or lose a fight.

The aim of the game is to beat all your opponents and go on to fight the Eternal Champion himself at the end. If you beat him you become the new Eternal Champion.

Eternal Champions is no *SF* clone or arcade conversion. It has been developed specifically for the home video game market and offers a tremendous depth of characterisation and gameplay (not to mention a brilliant new comic series coming soon to STC! - Megadroid.)

Eternal Champions is expensive, but, unlike some games, you do get value for money. Don't miss it. - VL.

FAST FAX

PUBLISHER: SEGA
PRICE: £59.99

GRAPHICS 85
SOUND 70
PLAYABILITY 85

RAVES
Great characters and a huge variety of moves.

GRAVES
Music could have been better.

OVERALL 85%

JOE MONTANA'S NFL FOOTBALL

MCD

game type: ACTION
1 PLAYER

Joe Montana's NFL Football is the first sports game on the Mega CD that shows what the hardware is really capable of.

Joe Montana is a full blown American football sim. As controller, you get to choose all the plays and view them in 3D with the pitch scaling towards you as you run down it.

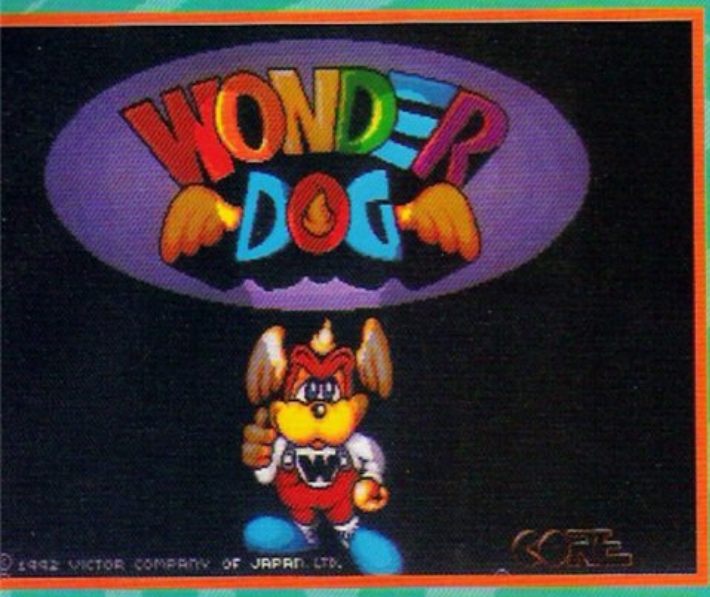
To help give the game a real quality feel, you can call up Joe Montana himself to get some real tips on the best moves to play.

If you choose to capture your moves in all their glory, then there is a replay option where you can watch from four different angles; even from Sega's exclusive Helmet Cam angle!

To maintain the interest level there are 28 NFL teams to play against in a full season with play-offs, and there's even a chance to go to the Superbowl.

You can select your all-time ten best teams from the likes of the '76 Raiders, '84 49'ers and '72 Dolphins.

The sound effects and speech from the Mega CD really do lift this game above any other sports sim you may have played before. The only real disappointment is that the play is quite slow. Fans of *Madden NFL Football* would probably find it frustrating. - VL.



WONDERDOG

game type: PLATFORM
1 PLAYER

MCD

Wonderdog is, amazingly, a bit of a Mega CD 'oldie' as it first appeared on the Japanese Mega CD over a year ago. However, this is the first official UK release.

As controller, you play the role of Wonderdog, trying to find your master; who just happens to be a young boy whose parents pet hate is dogs!

Your adventures take you across some weird and wonderful worlds with real cartoon-quality backdrops. You can run, leap, and even float in your quest, and there are plenty of goodies to collect in the shape of bones and gems(!).

The music is great and really helps keep the action humming along. You have an energy gauge which, if it hits zero, means you lose one of your three lives.

To help break up the play, certain locations can take you to a bonus round where you have to collect extra goodies. There is a boss to take out at the end of each zone (these vary from easy through to some real brain-teasers.)

The quality of presentation is what sets **Wonderdog** above your average romper and the CD music really makes it fun to play. You'd be barking mad to miss it. - VL.

FAST FAX

PUBLISHER	PRICE
SEGA	£49.99

GRAPHICS 75

SOUND 80

PLAYABILITY 80

RAVES
Great music and playability.

GRAVES
Lacks originality.

OVERALL 80%

FAST FAX

PUBLISHER	PRICE
SEGA	£49.99

GRAPHICS 75

SOUND 70

PLAYABILITY 65

RAVES
Some great scaling effects.

GRAVES
Lacks playability.

OVERALL 65%

REVIEW

DOCTOR ROBOTNIK'S MEAN BEAN MACHINE GAME

game type: PUZZLE
1- 2 PLAYERS

MD

FAST FAX

PUBLISHER	PRICE
SEGA	£39.99

GRAPHICS 80

SOUND 85

PLAYABILITY 85

RAVES: Real brain twisters.

GRAVES: Not for speed freaks.

OVERALL 80%

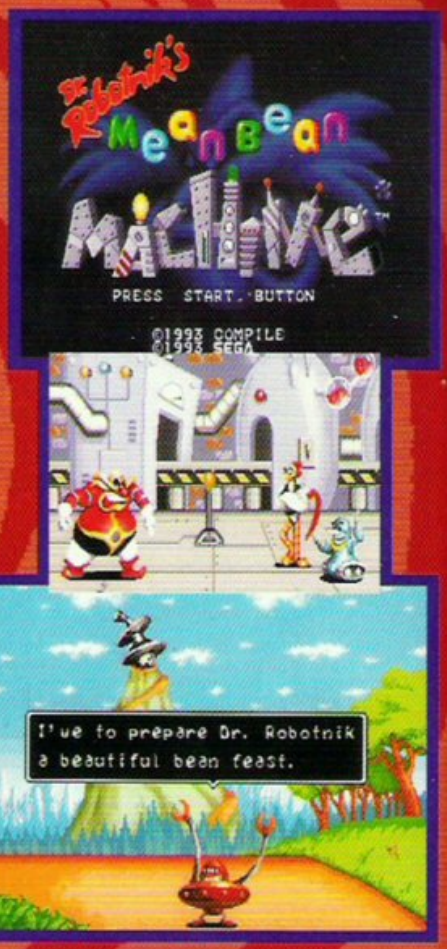
That evil Doctor Robotnik is at it again - this time in his very own game!

Sonic's arch nemesis is detemined to deprive the planet Mobius of the joys of laughter and singing. His latest scheme is a fiendish invention called the 'Mean Bean Steaming Machine' with which he plans to turn the inhabitants of Beantown (who just happen to be beans) into evil robots!

Doctor Robotnik's Mean Bean Machine is a puzzle, of the type seen previously in *Columns* and *Tetris*. You have to control the beans as they fall vertically down the screen. The beans vary in colour and it is possible to rotate them as they fall, in an attempt to match them up in rows of four or more. A clever twist is that you can send beans to an opponent's pile by getting various colour combos together.

There are plenty of play options allowing you to configure the joypad, set difficulty levels, and choose the number of rounds. The game ends if the beans reach the top of the screen.

There are some really gorgeous interlude screens with Robotnik and his evil lackeys. The tunes are simple, but excellent playability and depth of the puzzle make this a winner. Even if you don't like puzzle games, give this a try and I dare you not to be hooked! - VL.



The Winning Post!

At last! The results of the **Bubsy the Bobcat** Jackets and Hats freebie offer, way back in STC 6. Eager Boomers sent their names and addresses in in droves, in the hope of claiming one of these fantastic freebies courtesy of Accolade. Here's your chance to see if your name was pulled out from Tails' old exo-skeleton.

BUBSY BASEBALL-COACH JACKETS 5 FREEBIE WINNERS:

Efe Atuba, Mitcham, London.
Scott Blackwell, Whitehaven, Cumbria.
Paul Daly, Newry, Co. Down, N. Ireland.
Scott Lockhart, Wythenshawe, Manchester.
Barry Ward, Falkirk, Scotland.

BUBSY 'HOMIE' CAPS 15 FREEBIE WINNERS:

Keith Coppin, King's Lynn, Norfolk.
Michael Davis, Birchington, Kent.
A Gilliott, Barnsley, S. Yorkshire.
Ben Knight, St Agnes, Cornwall.
D MacKenzie-Bell, Carlton, Nottingham.
Jane MacMillan, Rhyl, Clwyd.
Mathew MacMillan, Rhyl, Clwyd.
Ashraf Patel, Ilford, Essex.
Richard Parnowski, Plymouth, Devon.
James Paterson, Partick, Glasgow.
Niall Sage, Belfast, N. Ireland.
Martin Smith, Rickmansworth, Herts.
Lynsey Spence, Old Trafford, Manchester.
Nathan Styles, Aylesbury, Bucks.
Jason Wheatley, Swindon, Wilts.

All winners should have received their prizes by now. If not, drop a line to: STC Compo Claims, Fleetway Editions Ltd., 25-31 Tavistock Place, London, WC1H 9SU.

FOR THOSE WHO SWIM WITHIN THE ENDLESS BLUE AS WELL AS THOSE WHO STAND UPON THE DRY, BRIGHT LANDS ABOVE, THE NAME ATLANTIS MEANS THE SAME: MYSTERY, ANTIQUITY, KNOWLEDGE LOST TO THE AGES...
FOR ECCO IT MEANS THE BEGINNING OF THE END OF HIS QUEST, ANSWERS TO THE RIDDLES POSED BY THE ALIEN VORTEX...
ECCO the Dolphin
Part 5
I HAVE SWUM SO MANY LENGTHS TO REACH THIS PLACE...

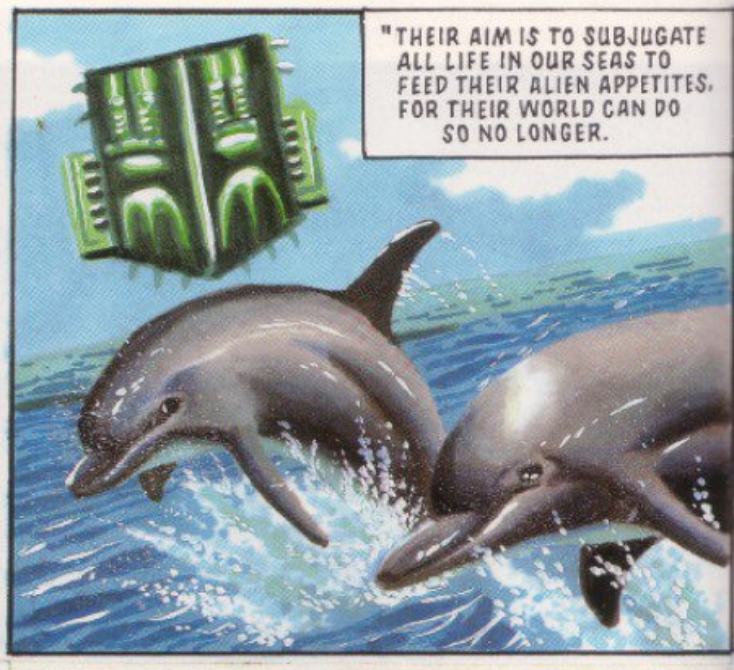
...AND WITHIN THESE ANCIENT WALLS OF ATLANTIS AWAIT THOSE JEWELS OF KNOWING THAT WILL SPEED THE RETURN OF MY FELLOW DOLPHINS!*

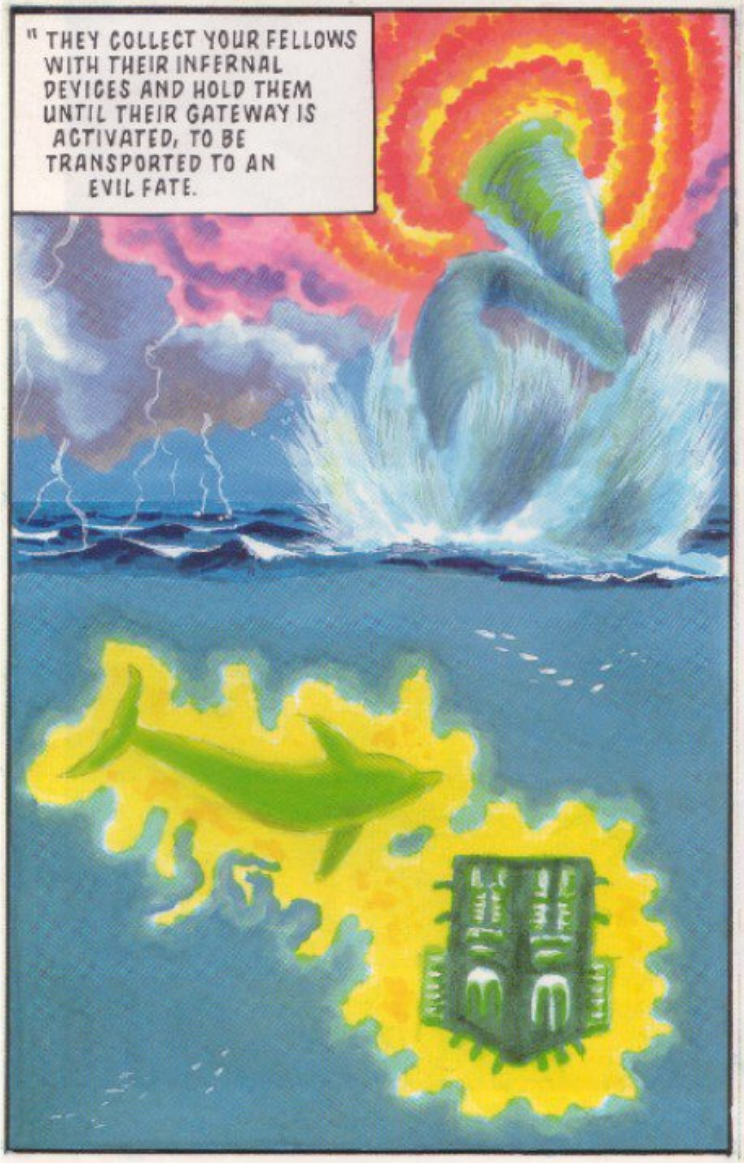
*–SEE STC No.13.

Script: Woodrow Phoenix Art: Steve White

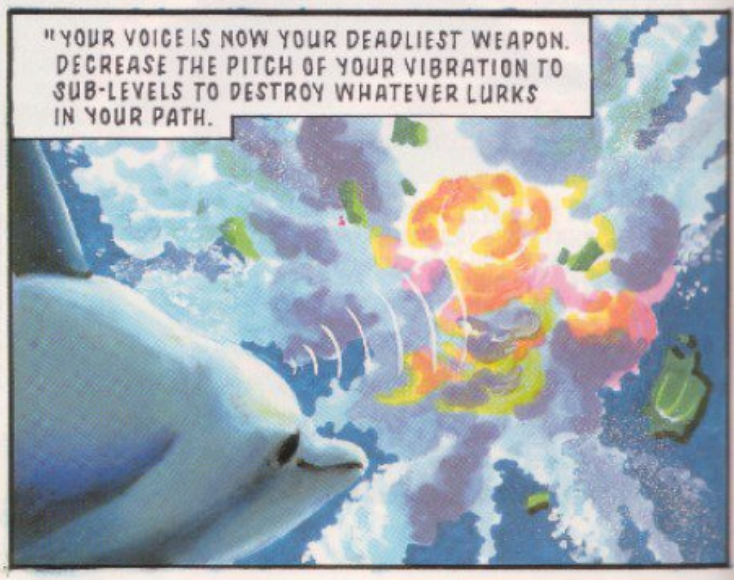
GLYPHS! I AM ECCO! I DESIRE TO KNOW ALL THAT YOU MAY TELL ME OF THOSE BEYONDERS WHO THREATEN OUR SEAS!
DRAW NEARER AND HEED WELL. WE HAVE MUCH TO IMPART.
YOU HAVE HEARD HOW THE ALIENS CAUSED OUR MAKERS TO FLEE THIS PLACE TO PREPARE A DEFENCE. BACK IN THE DISTANT SWIRL OF BYGONE TIDES, THEY SEEDED YOUR RACE WITH THE ABILITIES AND POTENTIAL TO ONE DAY SIRE A DOLPHIN OF GREAT POWERS. BOTH IN MIND AND BODY...
KNOW THEN, ECCO, THAT YOU ARE THAT DOLPHIN! WITHIN YOU RESTS ALL THAT IS NEEDED TO DEFEAT THE VORTEX. IF YOU HAVE WILL ENOUGH!
WILL? I'VE WILL ENOUGH FOR A THOUSAND DOLPHINS, TO FIGHT UNTIL MY VERY BODY BREAKS!
THEN WE SHALL UNLOCK THOSE SECRETS WITHIN YOU... NOW!
BY THE GREAT TIDES! WHAT HAVE YOU DONE? I HEAR... AND SEE... AND FEEL... SO MUCH! SURELY MY BODY CAN SCARCELY CONTAIN THIS POWER?
IT IS YOUR DESTINY, YOUNG DOLPHIN. MANY ARE THE TALENTS YOU POSSESS. FOR MANY ARE THE VORTEX. AND THEIR WAYS ARE CRUEL.

"THIS IS THE FACE OF YOUR ENEMY. YOU SHALL COME TO KNOW IT WELL.


"THEIR AIM IS TO SUBJUGATE ALL LIFE IN OUR SEAS TO FEED THEIR ALIEN APPETITES. FOR THEIR WORLD CAN DO SO NO LONGER.


" THEY COLLECT YOUR FELLOWS WITH THEIR INFERNAL DEVICES AND HOLD THEM UNTIL THEIR GATEWAY IS ACTIVATED, TO BE TRANSPORTED TO AN EVIL FATE.

"THEY HAVE SECRETED THESE DEVICES THROUGHOUT THE SEVEN SEAS. YOU MUST FIND AND DESTROY THEM ALL TO CONFOUND THE VORTEX. NOTE WELL THESE LOCATIONS IF YOU WOULD FREE YOUR FELLOWS AND FRUSTRATE THE ALIENS' PLANS.


"YOUR VOICE IS NOW YOUR DEADLIEST WEAPON. DECREASE THE PITCH OF YOUR VIBRATION TO SUB-LEVELS TO DESTROY WHATEVER LURKS IN YOUR PATH.

"INCREASE YOUR VIBRATION TO COMMUNICATE WITH OTHER DOLPHINS, THOUGH DIVIDED BY DISTANCES GREATER THAN THE EYE MAY SEE.
"NOW THAT YOU ARE 'TUNED' TO THE VIBRATION OF THE SEAS, YOU WILL SENSE THE VORTEX LONG BEFORE THEY APPEAR. USE YOUR STRENGTHENED PERCEPTIONS AND DESTROY THEM BEFORE THEY SUSPECT YOUR PRESENCE."
OUR MAKERS SUFFERED MUCH FOR THESE POWERS YOU NOW BEAR. SO GO FORTH, ECCO, FULFIL YOUR DESTINY.
GLYPHS, HEAR ME. WHEN NEXT I RETURN, I SHALL BRING TIDINGS OF THE ALIENS' DEFEAT! BY THE POWERS I POSSESS, I VOW...
THE VORTEX SHALL FALL!
NEXT: THE ASTERITE!

SONIC HITS THE ARCADES!

S.T.C. EXCLUSIVE

Sonic goes coin-op in new game!

STC has learnt that, not content with being the biggest home video game star in the known universe, Sonic The Hedgehog is now invading the world of arcades.

Sonic The Coin-Op, as it is known, is an all-new Sonic game developed especially for the arcades. It features brilliant sound and graphics and is played on two giant TV screens.

Back in July last year, Sega demonstrated this game at the Consumer Electronics Show in Chicago (News Zone, STC 4) and, at the time, did not have a definite date for release. The first units of the arcade machine were installed in London's Hamley's toy store and a few other select sites last month.

Sonic The Coin-Op looks stunning and runs on Sega's *Megalo 50* arcade system. This is a one or two-screen machine with each screen measuring up to 130cm!

The controls are quite simple. You pump buttons to get Sonic leaping, and use a trackball to move him around the tricky worlds you encounter. You can play solo or with a friend (who sits next to you and plays on the other giant screen).

Sonic is not alone in his newest adventure. He has a new buddy called Ray who looks very cuddly and can run fast, although not as fast as Sonic. No word as yet on exactly what kind of creature Ray is.

*These exclusive screen shots of **Sonic The Coin-Op** come from a special demo video that STC was given access to. As such they are not up to our usual high standards but give a good idea of how this sensational new arcade game looks.*

The game starts with Doctor Robotnik scanning a map of his world. There are five sections to it and Sonic has to successfully battle his way through each to face Robotnik in the final encounter.

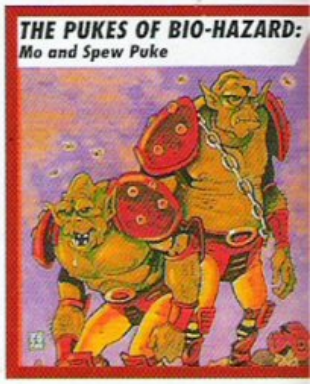
To keep you on your toes, there are solid gold rings to collect and these are usually hidden around the play area. However, you practically have to ram everything you can find in order to obtain the rings.

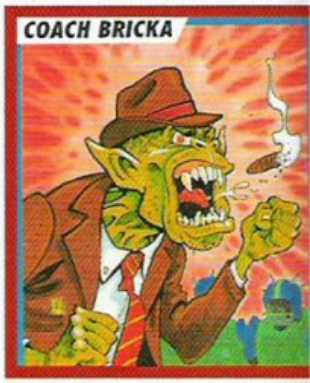
In level five, the Ice World, Sonic has to dash around on very slippery ground. He has to avoid spikes which shoot up from under him, slip-slide around ice blocks which pop out from walls, dodge huge pillars which drop from the ceiling, and climb onto overhead ladders which could potentially collapse and leave him hanging around!

If Ray is caught by a trap he turns into an 'angel' and slowly floats upwards on the screen, only to reappear (lives permitting) further down the course.

The real thrill and joy of playing **Sonic The Coin-Op** comes from the incredibly fast action, together with the great trackball controller which allows you to get around very quickly.

Keep an eye on your local arcade for the new Sonic game.





*Artist's impressions of just some of the merr Mutant Leaguers, first seen in **Mutant League Football**, now starring in EA's **Mutant League Hockey**.*

MORE MUTANT MAYHEM

This month sees the release from Electronic Arts of **Mutant League Hockey** on the Sega Mega Drive, the follow-up to last year's successful *Mutant League Football* game. Produced on a 16 Meg cartridge, **Mutant League Hockey** promises to be the coolest, whackiest, most hilarious hockey game yet, and all for the price of £44.99.

The game features 23 seriously weird teams from two conferences. Cunningly concealed within the teams' home grounds are booby traps and gruesome pitfalls such as ice picks and sharks, although the biggest frighteners are probably the home supporters who are notoriously offensive to visiting teams.

Making an 'unwelcome' return to the Mutant League are characters like the ferociously fiery Coach Bricka of the *Midway Monsters*, Reggie Fright of the *Screaming Evils*, and Mo and Spew Puke (otherwise known as the Pukes of Bio-Hazard) of the *Terminator Trolz*.

Mutant League Hockey also possesses an instant replay feature offering a double-whammy-feast of total havoc wreaked; thankfully, all carnage is swept up at the end of each session. Fortunately, the destruction level can be controlled by altering the Death Index. Sounds spooky.

NEW YEAR NEWCOMERS

NEWS

Once again STC brings you a guide to the new games coming out for your Sega system this month. Please rememeber that this data is as correct as we can make it as of going to press, but is subject to last-minute changes. Check with your local supplier before you buy.

JANUARY RELEASES

MEGA DRIVE

Doctor Robotnik's Mean Bean Machine (Sega)
Toe Jam & Earl 2 (Sega)
Greatest Heavyweights (Sega)
Body Count (Sega)
Eternal Champions (Sega)
Young Indiana Jones (Sega)
Dragon's Revenge (Tengen)
F117 - Night Storm (EA)
Gunship (US Gold)

MEGA CD

Indiana Jones (Sega)
Joe Montana Football (Sega)
Wonderdog (Sega)
Dune (Virgin)
Another World (Virgin)

MASTER SYSTEM

Ecco The Dolphin (Sega)
Buggy Run (Sega)
Streets of Rage 2 (Sega)
Donald Duck 2 (Sega)
Masters of Combat (Sega)
Zool (Gremlin)
Desert Strike (Domark)
Road Rash (US Gold)
Fire & Ice (Virgin)

GAME GEAR

Donald Duck 2 (Sega)
Asterix: Secret Mission (Sega)
Zool (Gremlin)
Desert Strike (Domark)
Road Rash (US Gold)
Fire & Ice (Virgin)
James Bond 007 (Domark)
F1 (Domark)

NEXT ISSUE...

TAILS' NEW TALE!

The 'Hero of Mobius' enters The Land Beyond!

PLUS! SONIC HITS THE CASINO!

ECCO and GOLDEN AXE! THE SHATTERING CLIMAXES!

Sonic The Comic issue 18
On sale: Saturday 22nd January £1.10

The Legend of the GOLDEN AXE

Plague of Serpents
Part 5

GILIUS-THUNDERHEAD HAS FOUND THE DWARF QUEEN SILPANTIA-DRAGONTAMER BEING HELD PRISONER BY THE HIGH PRIEST COBRAXIS.
STAND BACK YOUR ROYALNESS. THIS COULD GET MESSY.
SSS
SSSSSSS
YOU DON'T WANT SNAKE JUICE ALL OVER YOU.
GILIUS! AM I PLEASED TO SEE YOU! HOW'D YOU GET HERE?
GILIUS-THUNDERHEAD'S SISTER, YUKI-PLANTCHARMER IS ALSO BEING HELD BY COBRAXIS.
YOU'RE ALIVE! I THOUGHT YOU'D FALLEN TO YOUR DEATH! *
* SEE LAST EPISODE - MEGADROID.
SSSSIIKK
CHUK
WRONG AS USUAL, SISTER! NOW HOLD ON.
A CURSE ON ALL DWARVES! I'LL FIND THEIR HORDE OF MAGIC METAL WITHOUT THE LITTLE QUEEN'S HELP.
CAGE SNAKES. COBRAXIS COMMANDS YOU. CRUSH THE QUEEN!

Script: Mark Eyles Art: Mike White Lettering: Ellie de Ville

HURRY!
SSSSSSSSSS
JUST LIKE PEELING AN ORANGE. MUSTN'T CUT TOO DEEP...
GILIUNFF...
KERCHK
FREE! NOW THE SNAKE CAGE CAN'T STOP MY MAGIC!
CAN'T USE THE GOLDEN AXE, I MIGHT HURT YUKI.
LET MY SISTER GO. I'M THE ONLY PERSON ALLOWED TO ATTACK HER!
WAY TO GO, GILIUS.
SNAKE WARRIORS. ARISE AND DEFEND ME!
SSSSRRAAGH!

WELL? WHAT ARE YOU WAITING FOR? ATTACKEEE HEE HEE HEE.
IT'S NICE TO HAVE YOU BACK, GILLY.
CUT THAT OUT, YUKI! IN CASE YOU HADN'T NOTICED, WE'RE IN THE MIDDLE OF A FIGHT...
...AND DON'T CALL ME 'GILLY' IN FRONT OF PEOPLE.
MEET THE GOLDEN AXE, SUCKERS.
YUKI USES HER PLANT MAGIC.
GODDESS FLORA, I COMMAND YOU...
...SPROUT ME A BAMBOO GARDEN.
WHAT ARE YOU TRYING TO DO? MAKE THEM TAKE UP GARDENING?
GUILD'S BLOOD! THAT'S SOME GARDEN!

REMIND ME NOT TO GET YUKI ANGRY!
I'VE TOYED WITH YOU LONG ENOUGH. NOW I'M GOING TO SLICE YOU, DICE YOU AND FEED YOU TO MY SNAKES— YUMMY YUMMY HEE HEE.
NOT SO FAST, COBRAXIS. YOU'LL FIND ME A DEADLY OPPONENT NOW THAT I CAN USE MY MAGIC TO SUMMON AID.
ELDER DRAGONS, ANCIENT JABBERWOKS, LORDS OF THE BIZARRIANS, HEAR MY VOICE AND SEND FORTH MY SUMMONING.
SILPANTIA- DRAGONTAMER CALLS TO THE DRAGON FLIGHT OF THE MOURNING MOUNTAINS. COME TO ME WITH ALL SPEED AND DESTROY MY ENEMIES.
D-DRAGONS?

HA, HA. A DWARF WHO COMMANDS DRAGONS! HOW ABSURD, I ALMOST BELIEVED YOU.
NOW IT'S MY TURN.
FOR THE QUEEN! FOR THE MOURNING MOUNTAIN DWARVES! GOLDEN AXE ATTACK!
TRY A FACE FULL OF SPINNING AXE KICK, COBRAXIS.
HEEOUCH!
GILIUS! FORGET ABOUT COBRAXIS. WE'VE GOT TO GET THE QUEEN TO SAFETY.
ARE YOU MAGIC-ING UP THESE ROCKS, GILIUS?
NOT ME. THEY'RE FALLING FROM UP...
GORGON'S ARMPIT! RUN FOR YOUR LIVES!
NEXT ISSUE: HERE THERE BE DRAGONS!

Q Zone

Q&A Special

Welcome to the first Q Zone Special of 1994. STC's Game Guru, David Gibbon has been dragged from underneath the mistletoe to once again answer your Q Zone queries.

Master System

WONDERBOY 3: THE DRAGON'S TRAP

Q. I would like some help with the game **Wonderboy 3: The Dragon's Trap** for my Sega Master System. I need the password to turn Wonderboy into a Hawk, and I need to know how to get the last sword.
Dean Fraser, Edinburgh, Scotland.

A. Well, Dean, I have some rather nifty cheats and passwords to help you complete the game:

To begin with all of the legendary weapons, enter this password: 9JC5 YHX XN4U HT2.

If spaces are entered as the password, you'll start the game with all available weapons, armour and stones. If you die wearing Hades armour, you'll be resurrected.

To gain infinite weapons, enter WEST ONE 0000 000. This will give you an endlesss supply of thunderflashes, fireballs, arrows and whirlwinds.

For infinite hearts, enter the WEST ONE 0000 000 password. Wonderboy will now appear in the village. Go to the door under the shop and a question mark will appear. Pick it up, then jump up to obtain the orange disk that turns you into Hawkman. Exit the room and select the Crystal, Sword, Heavenly Shield and Hades Armour.

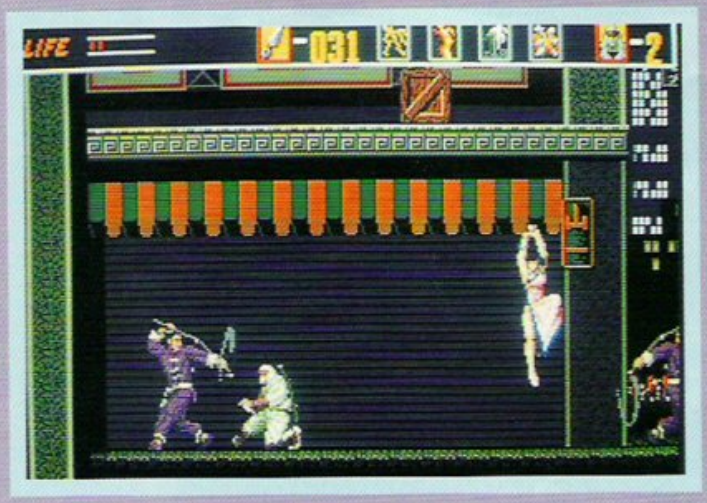
Mega CD

THE REVENGE OF SHINOBI

Q. I am having great problems with **The Revenge of Shinobi** on the Mega-CD. Please give me a cheat for this game.
Jacqui Barrd, Middlesbrough, Cleveland.

A. I have found a cheat that gives infinite shurikens, Jacqui. I hope it helps you:

Select 00 shurikens at the start ,then wait for the two zeros to merge into an infinity symbol. Vast amounts of shurikens are now yours for the taking.



Level Passwords

1WZ4 JHO 289Y 5BX (Lizard Man) NFKU 1EO 403P X88 (Lizard Man) 2CKF 3L4 894Z A5F (Mouse Man) 2CKF 3MO 8GEU U7J (Mouse Man) YF3U 5DW CR1A ED7 (Mouse Man) 2CKF KKO 8RGP V9J (Piranha Man) LIZ4 C14 ER2N 4E4 (Mouse Man) 84FD 5M4 B9PB 86N (Lion Man) YF3V 5CO CRVF NC9 (Mouse Man) ZP3K N4L DA1F TV7 (Hawk Man) 2CKF 7PL 8T4J 27A (Mouse Man).

ASTERIX

Q. How do you get an extra life or other cheats on the Master System version of **Asterix**?
Matthew Richmond, Homcastle, Lincs.

A. Sorry, Matthew, but no cheats have been found for **Asterix** as yet. However, you might be interested in a secret room that I have found:

On round 1-1, travel down the first chimney, but don't jump off the platform. When it falls, walk right and you will go through a wall into a secret room.

Mega Drive MD

GREENDOG

Q. Do you know any cheats for **Greendog** on the Mega Drive, such as a level select?
Christopher Gallagher, Queen's Park, Glasgow,
and **Jamie Crook, Bovey Tracy, Devon.**

A. Just for you, Christopher and Jamie, here is a cheat which will give you both infinite lives:

On the Cavern Stage, level 1, jump over the spikes and go onto the floating stone. Then, jump on the next stone, kill any frogs and keep on jumping left.

Fire your frisbee into the mouth of the dragon to reveal a secret room. Enter, and keep jumping over the gaps until you reach a spring which will catapult you on top of a hidden treasure chest. Blast it.

A continue will now be revealed. Next, 'kill' Greendog and keep returning to the same spot until you have enough continues to finish the game.

JAMES POND 2

Q. I've heard there is a secret door at the top of the castle in **James Pond 2** on the Mega Drive. Please tell me how to reach it.
Andrew O'Conner, Belfast, Northern Ireland.

A. Well Andrew, after playing the game for countless hours, I have discovered the answer to your question. Read on:

There are actually two secret rooms. First, carry out the invincibility cheat by collecting the following objects in this order: Cake, Hammer, Earth, Apple, Tap. Now, off you go to the level featuring a bath with lots of bubbles i.e. the bathtub level. When you return to the blue castle, make your way to the far right of the building. Here, you will see two gold statues together with the first secret room below them. Jump on the statues, which will begin to rise. Stay on them until they reach the top, then leap across the gap to reach the door and collect all the secret bonus points.

EX-MUTANTS

Q. I am having real trouble getting anywhere in **Ex-Mutants** on the Mega Drive. Have you any cheats? It would make me the happiest Boomer ever!
Steven Thomson, Goring-by-Sea, West Sussex.

A. I see you're picking up Sonic's language 'Boomer' Steven. The following information will bring on a cheat screen giving you access to loads of goodies:

Set the music to 05 and the FX to 21 on the options screen. Go to Exit, then hold down A, B and C. Now, while they are being held down press Start.

Game Gear GG

SPIDER-MAN

Q. Could you please give me a cheat for **Spider-Man** on the Game Gear? I would be forever grateful.
Barry Devine, Chapelhall, Airdale.

A. I'm afraid there are no cheats available as yet, Barry. However, I have something even better than a cheat for **Spider-Man** . . . a free game! Try this:

Plug in your cartridge, go to the Electro Power Plant, then collect a key. Now, drop down the left side of the screen, and you'll see an on-screen Game Gear appear. When you're next inside Peter Parker's room, press A to enter a free Pac-Man style game!

SONIC 2

Q. I am seriously stuck on the 8-bit version of **Sonic 2**, i .e. Game Gear/Master System. Please tell me where each of the emeralds can be found.
Lynn Woodford, Gosport, Hants,
and **Richard Johnson, Warwick, Warwickshire.**

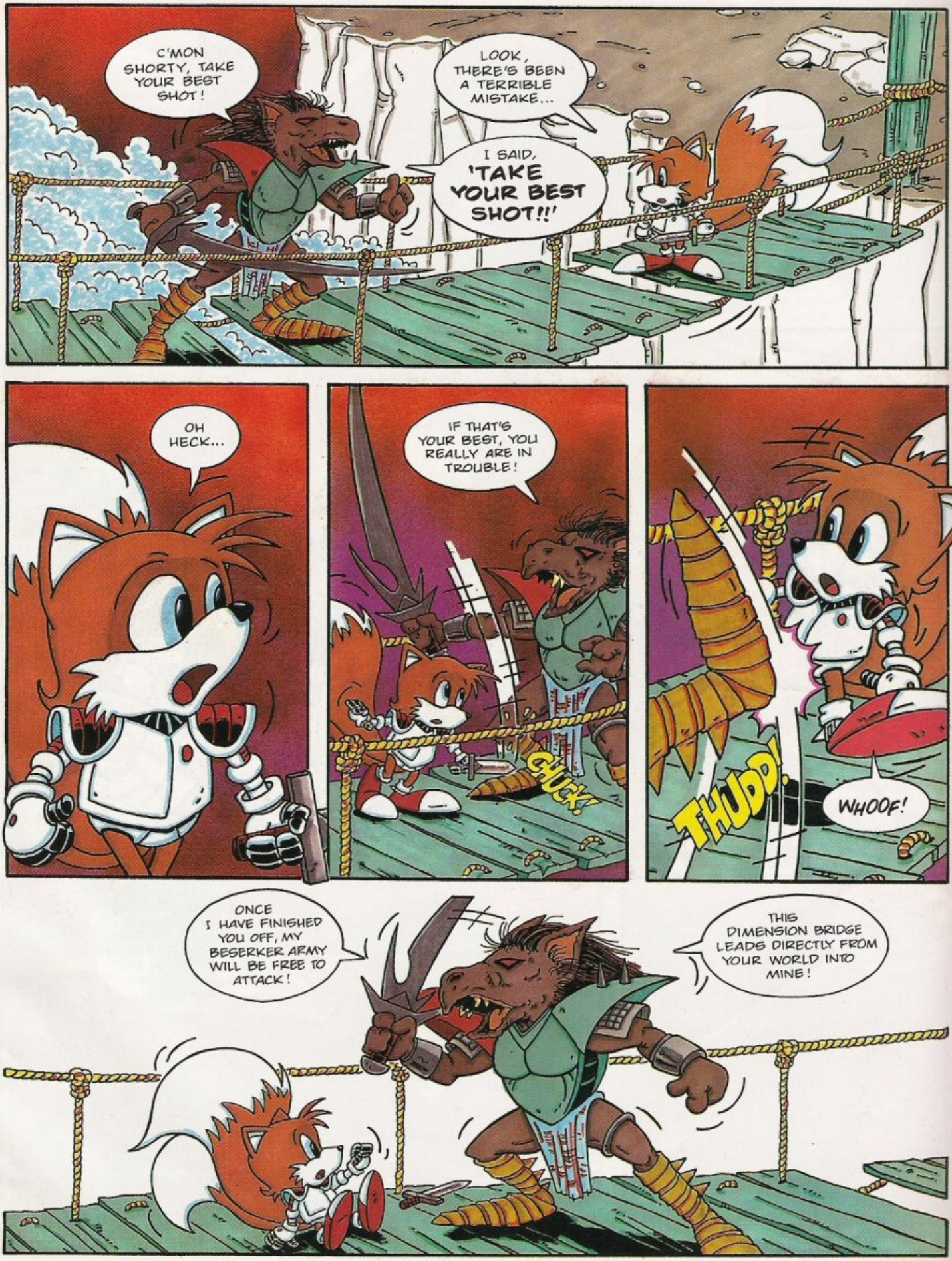
A. I have received stacks of letters from Boomers unable to find the emeralds on both the Master System and Game Gear. As both versions of the game are almost identical, I have listed below tips for users of both machines.

Six emeralds can be found on these versions of **Sonic 2**. The first five are on the second Act of each stage.

Emerald 1: This one can be located at the far top righthand corner of the level.
Emerald 2: One of the hardest to locate as it's concealed high in the clouds. The trick is to work out by trial and error which clouds can be jumped on and which can't. The emerald is located at the righthand side of the level again.
Emerald 3: When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald.
Emerald 4: Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs), and pick up the emerald.
Emerald 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel. You will also discover a couple of extra lives along the way.
Emerald 6: Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.

P-l-e-a-s-e, please, no more letters concerning the emeralds on **Sonic 2**, or cheats for that matter. If you do want them, you should be able to purchase the relevant back issues which contain the cheats.

THIS IS THE REASON WE CALLED YOU BACK TO THE NAMELESS ZONE, TAILS!
TO DEFEAT A MENACE SUCH AS THIS, WE NEED YOU... MOBIUS' GREATEST HERO!
LOOK, ABOUT THOSE LETTERS I WROTE...
The Nameless Zone Part 2
Tails
TROGG AWAITS YOU ON THE DIMENSION BRIDGE. IF HE SHOULD DEFEAT OUR CHAMPION, HE WILL BE ABLE TO BRING HIS INVADING ARMY OF BERSERKERS INTO OUR PEACEFUL LAND.
HAH! THAT SHRIMP IS YOUR CHAMPION? THIS IS GOING TO BE EVEN EASIER THAN I THOUGHT!
HOW CAN I TELL EVERYBODY THAT I STRETCHED THE TRUTH A LITTLE IN MY LETTERS HOME?
IF SONIC EVER FINDS OUT HE'LL KILL ME!


C'MON SHORTY, TAKE YOUR BEST SHOT!
LOOK, THERE'S BEEN A TERRIBLE MISTAKE...
I SAID, 'TAKE YOUR BEST SHOT!!'
OH HECK...
IF THAT'S YOUR BEST, YOU REALLY ARE IN TROUBLE!
CHUCK!
THUDD!
WHOOF!
ONCE I HAVE FINISHED YOU OFF, MY BESERKER ARMY WILL BE FREE TO ATTACK!
THIS DIMENSION BRIDGE LEADS DIRECTLY FROM YOUR WORLD INTO MINE!

SO MUCH FOR MY CAREER AS A HERO...
TWANG!
YAAAH!
I'VE WON! THE LITTLE CREEP FELL TO HIS DOOM!
WELL NOW, I WOULDN'T SAY THAT EXACTLY! NOW YOU HAD BETTER SURRENDER OR THERE MIGHT BE A LITTLE ACCIDENT WITH THE BRIDGE'S OTHER ROPE...

HEY, HOW ABOUT THAT? IN THIS MAGIC ARMOUR I CAN FLY REALLY WELL!
YAY TAILS!
WE'RE SAVED!
QUICKLY TAILS, THE PORTAL BACK TO MOBIUS IS BEGINNING TO FADE!
YOU MUST HURRY OR RISK STAYING IN THE NAMELESS ZONE FOREVER!
AND SO...
FAREWELL TAILS.
THE ENCHANTED ARMOUR CANNOT LEAVE THIS ZONE, BUT WE WILL KEEP IT SAFE. WE MAY HAVE NEED OF OUR CHAMPION AGAIN, ONE DAY.
THE EMERALD HILL ZONE.
NICE GOING BUDDY! I ASKED YOU TO KEEP OUT OF MY WAY AND FOR ONCE YOU ACTUALLY DID. SO, WHAT HAVE YOU BEEN UP TO?
OH, NOTHING SONIC ...NOTHING AT ALL.
NEXT ISSUE: A NEW TALE.

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Git a Life

Dear STC,

I think your comic has got the disease M.E. (Mega Excellent!). Part of the reason behind this is that for a start, there is no swearing. I used to get Gamesmaster but they can't stop using the word 'git'. All I can say is, 'up with Sonic the Comic!'

Martin McKinstry, Clarkston, Glasgow. MD Owner. Sonic Water Fun Game Winner.

Problem with those games mags, Martin, is that there's so many of them they have to do something to get noticed! STC is one of a kind and so much more 'refined'!

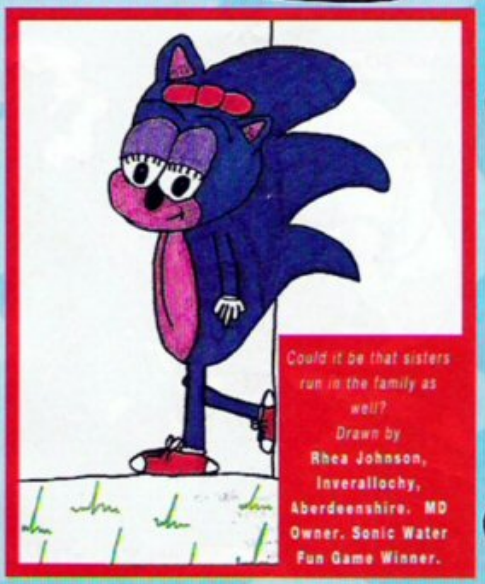
Yates Complaints

Dear STC,

I think Sega prices are way too high and think something should be done. All I wanted for Christmas was a Mega Drive 2 but was worried that, due to the high cost, it would take about six months to save for one game. At that rate I would only be able to afford two per year. Can you sort Sega out?

Jonathan Yates, Devizes, Wilts. MD Owner. Sonic Water Fun Game Winner.

Although STC is the official Sega comic, Jonathan, we have no say concerning the cost of games. Do any other Boomers also have these problems? Write and let us know.



Could it be that sisters run in the family as well? Drawn by **Rhea Johnson, Inverallochy, Aberdeenshire. MD Owner. Sonic Water Fun Game Winner.**

Definition Alert

Dear STC,

What does 'Pixel Brain' mean? I can't find it in the dictionary.

Amy Brooks, Cardiff, S. Wales. Sonic Water Fun Game Winner.

Pixels are the small dots used to make up the image on a computer screen, Amy. Since you don't have access to the Mobius version of the dictionary, no wonder you didn't find it.

GG Fix-Up

Dear STC,

I need some advice as I have a major problem with my Game Gear - it won't work. I know what's wrong with it but I don't know where I can get it fixed. Could you please help?

Matthew Carter, Old Farnley, Leeds. GG Owner. Sonic Water Fun Game Winner.

Take your Game Gear back to the retailer, Matthew, and they should forward it onto the Customer Service Department.

Downhill racer by **Daniel Gibson, Alsager, Stoke-on-Trent. MS Owner. Sonic Water Fun Game Winner.**

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.